FREE! SONIC STICKER SET NO.5!

sonic the comic

No. 40 • December 9th 1994
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INSIDE!
SONIC ON ICE!

BONUS!
DECAP ATTACK SPECIAL COMPLETE STORY!

KNUCKLES CAUSES CARNIVAL CHAOS!

40
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CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
The hume-world awaits the answer ... where have *you* stuck the latest set of *STC* **Sonic Stickers**? Somewhere warm and weatherproof I hope! Yes, these long winter nights are already causing havoc with my metallic bits.

Talking of the elements, Sonic gets a chilly reception in **The Frozen Zone**, while *STC* fave raves **Eternal Champions** and **Decap Attack** bow out for the last time (for now). On a brighter note, Sonic's rival, **Knuckles** pulls no punches in the second instalment of **Carnival Night Conspiracy**.

Finally, I've been experiencing a tingling sensation in my circuits, what with all this Christmas activity. And there's more excitement on the way with *STC* 41 and 42's Mega Issues. Each issue includes further fab free gifts in the shape of the exclusive **Sonic Badnik Spotter Cards**. Plus, there's *16* extra pages of strips, fun and surprises, all for £1.50! The very things to feast your mince pies on, so order your copies now!

Megadroid

ON THE STREETS-RIGHT NOW!

STREETS OF RAGE

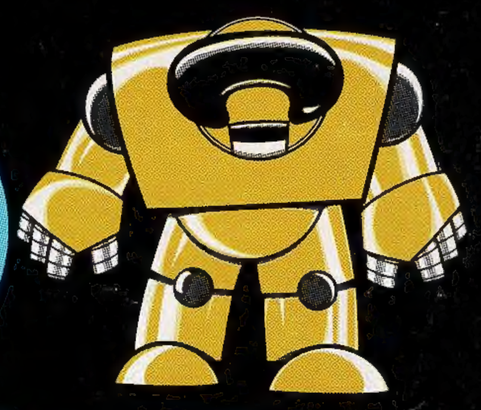
STARRING IN

Sonic THE POSTER MAG No.7

NEW
STREETS OF RAGE STORY
PLUS
GIANT-SIZE ACTION POSTER!
£1.75 WORD IS, IT'S HOT!

Hume Error!

Never mind the Christmas pud ... it's time for those humes-who-think-they're-in-charge to eat humble pie. Back in *STC* 37's *Control Zone*, the talents of two *STC* readers were proudly displayed. However, the credits appeared the wrong way round! **Anthony Chiappinelli** was the talent behind the Tails creation and **Michelle Irving** (*not* Loving), painstakingly produced the Sonic tapestry, so ... *STC* apologises for blowing your fuseboxes. Tip to Boomers ... write your name and address clearly in capital letters on the back of every submission (photo or drawing).



The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover
RE re-entry · new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	URBAN STRIKE
2	▼	MORTAL KOMBAT 2
3	RE	JUNGLE STRIKE
4	▲	SONIC THE HEDGEHOG 2
5	RE	STREET FIGHTER 2 CHAMP EDITION
6	▼	SONIC THE HEDGEHOG
7	▼	FIFA INTERNATIONAL SOCCER
8	RE	DESERT STRIKE
9	RE	ALADDIN
10	▼	PGA EUROPEAN TOUR GOLF

MEGA-CD

1	▲	SONIC CD
2	▼	FIFA INTERNATIONAL SOCCER
3	RE	SEWER SHARK
4	▼	TOMCAT ALLEY
5	▲	THUNDERHAWK
6	▼	ECCO THE DOLPHIN
7	▼	BATTLECORPS
8	▼	SILPHEED
9	RE	LETHAL ENFORCERS
10	RE	NIGHT TRAP

MASTER SYSTEM

1	▲	SONIC THE HEDGEHOG 2
2	RE	JURASSIC PARK
3	▲	MICKEY MOUSE 2
4	▲	SONIC CHAOS
5	RE	TAZMANIA
6	▼	JUNGLE BOOK
7	RE	LEMMINGS
8	RE	MICKEY MOUSE
9	RE	DESERT STRIKE
10	RE	TOM & JERRY

GAME GEAR

1	▲	SONIC THE HEDGEHOG 2
2	RE	ECCO THE DOLPHIN
3	▼	MORTAL KOMBAT 2
4	▲	JUNGLE BOOK
5	RE	MICKEY MOUSE 2
6	▼	SONIC THE HEDGEHOG
7	RE	LEMMINGS
8	RE	NBA JAM
9	RE	MORTAL KOMBAT
10	RE	DESERT STRIKE

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SONIC THE HEDGEHOG™

The Frozen Zone

Script:
Lew Stringer
Art:
Casanovas/John Burns
Lettering:
Ellie de'Ville

PLANET MOBIUS, RBR— (RULED BY ROBOTNIK)...

...BUT NOT EVEN ROBOTNIK IS BEHIND **ALL** THE EVIL IN THIS WORLD...

THIS IS THE ZONE OUR SOURCES TOLD US ABOUT, GROUP! THE ZONE WE'VE GOTTA LIBERATE! *LET'S DO IT!*

ULP! I WONDER WHAT *DANGERS* AWAIT US?

TH-THIS N-NARROW BRIDGE IS DANGEROUS ENOUGH FOR ME!

BRR! WISH I HAD A FAKE-FUR COAT TO KEEP ME WARM!

YOU'RE WEARING A ***REAL*** FUR COAT, MARBLE-BRAIN!

WOW! LOOK AT THE SIZE OF THESE ICE LOLLIES!

HMPH. YOUR TAILS OBVIOUSLY OUTNUMBER YOUR BRAIN CELLS, DIMMO! THEY'RE ***NOT*** ICE LOLLIES...

...THEY'RE THE ***RESIDENTS*** OF THIS ZONE...

...FROZEN IN ICE!

HARD TO BELIEVE THIS USED TO BE CALLED THE *PLEASANT ZONE!*

YOU WOULDN'T CATCH *ME* BOOKING A HOLIDAY HERE!

QUESTION IS, *HOW* DID THEY BECOME FROZEN?

DUUHH ... *THREE GUESSES!*

YIKES! I GUESS *THIS* IS WHAT FROZE EVERY-THING!

DUH ... NOPE! I DIDN'T! THIS *GUN* DID! HUR, HUR!

JOHNNY!

FOOSHH!

HUR! NOW *YOUR* TURN, HEDGEHOG!

NO THANKS, ROBOT...

HAMM-

BWAM!

URK.

I'M COOL ENOUGH!

WAY TO GO, SONIC!

CLAP CLAP

SAVE THE APPLAUSE, TAILS! IT'S FAR FROM OVER!

THAT ONE ROBOT COULDN'T HAVE FROZEN THIS ENTIRE ZONE! WE'VE GOTTA INVESTIGATE WHERE IT CAME FROM!

ULP! D-DO WE HAVE TO?

YES, IF WE WANT TO TURN THIS ZONE, AND JOHNNY, BACK TO NORMAL! *LET'S GO!*

LET'S SEE WHERE THIS CORRIDOR LEADS TO!

BRR! SOMEWHERE **WARM**, I HOPE!

NOT A CHANCE.

WELCOME TO MY ICY KINGDOM, SONIC! ALLOW ME TO INTRODUCE MYSELF...

...I CALL MYSELF *THE CHILLER!*

CAN YOU GUESS *WHY?* HA-HAHA!

FOOSHH!

FOOSHH!

FOOSHH!

MAYBE BECAUSE YOUR **BREATH** SMELLS OF *CHILL!?*

FVAPP!

LOOK OUT, PORKER! THEY'RE GONNA FIRE AGAIN!

HELP! I'VE SLIPPED!

EEK!

FOOSHH!

I'LL HELP YOU!

URK! MAYBE NOT.

FOOSHH!

(sigh.) LOOKS LIKE IT'S DOWN TO ME TO SAVE THE DAY AGAIN!

UGH! THESE ROBOTS ARE *TOUGHER* THAN THE OTHER ONE!

THE ONE YOU DESTROYED WAS A PROTOTYPE! THESE THREE ARE *STRONGER*...

KRAANG

FOOSHH!

...AND *FASTER*! HAHAHA!

FIRST TIME I'VE GOTTEN *COLD FEET* FOR ANYTHING!

OKAY, CHILLER, IT'S TRADITIONAL FOR THE VILLAIN TO EXPLAIN HIS DASTARDLY PLOT TO HIS CAPTIVE, SO GO AHEAD!

I THOUGHT YOU'D *NEVER* ASK!

MY CHILL-BOTS WOULDN'T BE ABLE TO FREEZE THIS ZONE WITH JUST THEIR CHILL-GUNS, SO I CONSTRUCTED THIS CHILL-MACHINE TO FREEZE EVERYTHING! IMPRESSIVE, EH?

FREEZING

FREEZING
ISN'T IT COLD
CHILLY
BRISK
WARM
T-SHIRT

HAH. I'VE SEEN KIDS DO BETTER WITH BUILDING BRICKS!

YOU DARE TO MOCK ME... JUST LIKE THEY DID!

OH, I SUPPOSE 'THEY' ARE THE NORMAL FOLKS WHO LAUGHED AT YOUR CRACK-POT IDEAS, YEAH?

THEY ALL SAID MY IDEAS FOR WEATHER CONTROL WERE TOO DANGEROUS! THEY GAVE ME THE COLD SHOULDER... SO I DECIDED TO RETURN THE INSULT! HAHAHAHA!

THANKS FOR THE BORING STORY, CHILLER! IT GAVE ME TIME TO VIBRATE MY FEET FAST ENOUGH...

CRACK!

STOP HIM, CHILL-BOTS!

...TO BREAK FREE!

FAZOOOM

CHILL OUT, DUDES!

KRRRANG!

BWOFF!

KA-BASH!

I THOUGHT MY SUPER SONIC SPIN WOULD DO THE TRICK!

ESCAPE ROUTE FOR DEFEATED VILLAINS

TIME I WASN'T HERE!

NOT SO FAST, CHILLER!

EH? HOW DID YOU TWO BREAK FREE?

THE HEAT FROM SONIC'S TRAIL MELTED THE ICE!

T-SHIRT

FREEZING

ISN'T IT COLD

THERE! THAT SHOULD THAW EVERY-ONE OUT NICELY!

BAH! CURSES! FOILED! IT'S A FAIR COP, GUV'NOR! ETC...

LOCKING YOU UP WOULD BE A WASTE OF YOUR GENIUS ... EVEN IF YOU ARE A BORING GENIUS! WHY DON'T YOU USE YOUR TALENTS TO HELP THE PEOPLE OF THIS ZONE IN THE STRUGGLE AGAINST ROBOTNIK?

WELL, I WASN'T VERY GOOD AT BEING A VILLAIN SO I MIGHT AS WELL GIVE IT A TRY!

RIGHT! YOU CAN START BY INVENTING SOMETHING TO MOP UP THIS MELTING ICE!

YOU DID IT, SONIC! THE ZONE'S GETTING WARMER!

SOON, FUN AND LAUGHTER RETURN TO THE PLEASANT ZONE ...

MISSION ACCOMPLISHED! EVERYTHING'S BACK TO NORMAL!

YEAH! NOW THE ONLY WAY TO GET COOL ROUND HERE IS TO BE LIKE ME! AND I'M UNIQUE!

MOP BOT

NEXT ISSUE: MORE ICE-CAPADES WITH SONIC!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

BUBSY 2

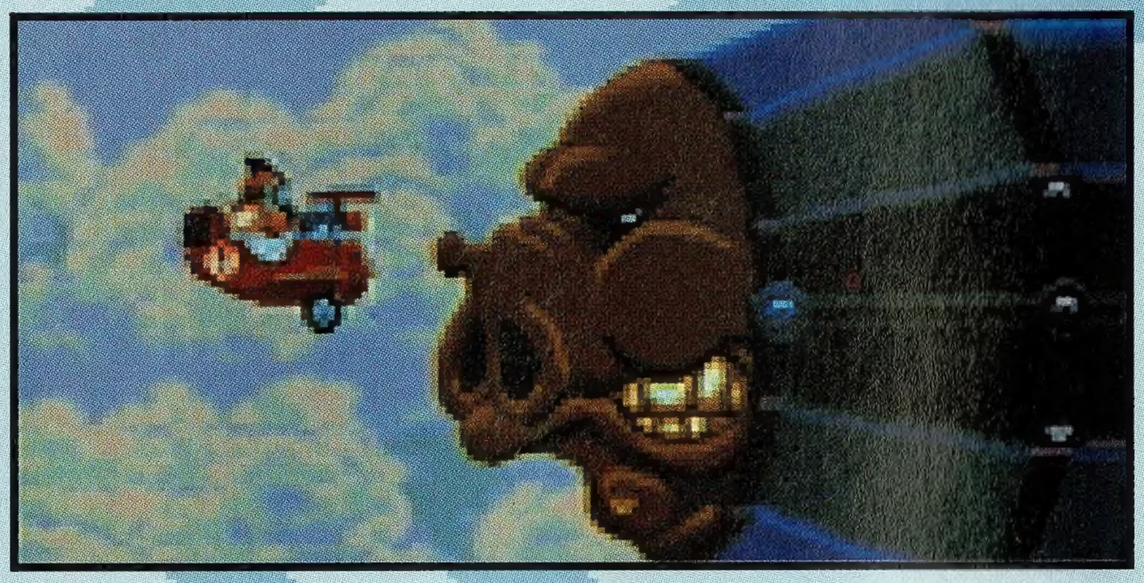
MD

game type: PLATFORM
1-2 PLAYERS

Bubsy first appeared on the Mega Drive last year in *Claws Encounters of the Furred Kind*. The game was moderately successful with the bobcat making his mark as a mouthy character full of wise-cracks and humour. In **Bubsy 2**, the scientific genius, Dr. V. Reality, and Oinker P. Hamm have got together to create the ultimate amusement park - the Amazatorium. Bubsy's niece and nephew, Terri and Terry(!), manage to get themselves lost in the Amazatorium park and, as you may have guessed, Bubsy has to rescue them along with the whole of civilisation.

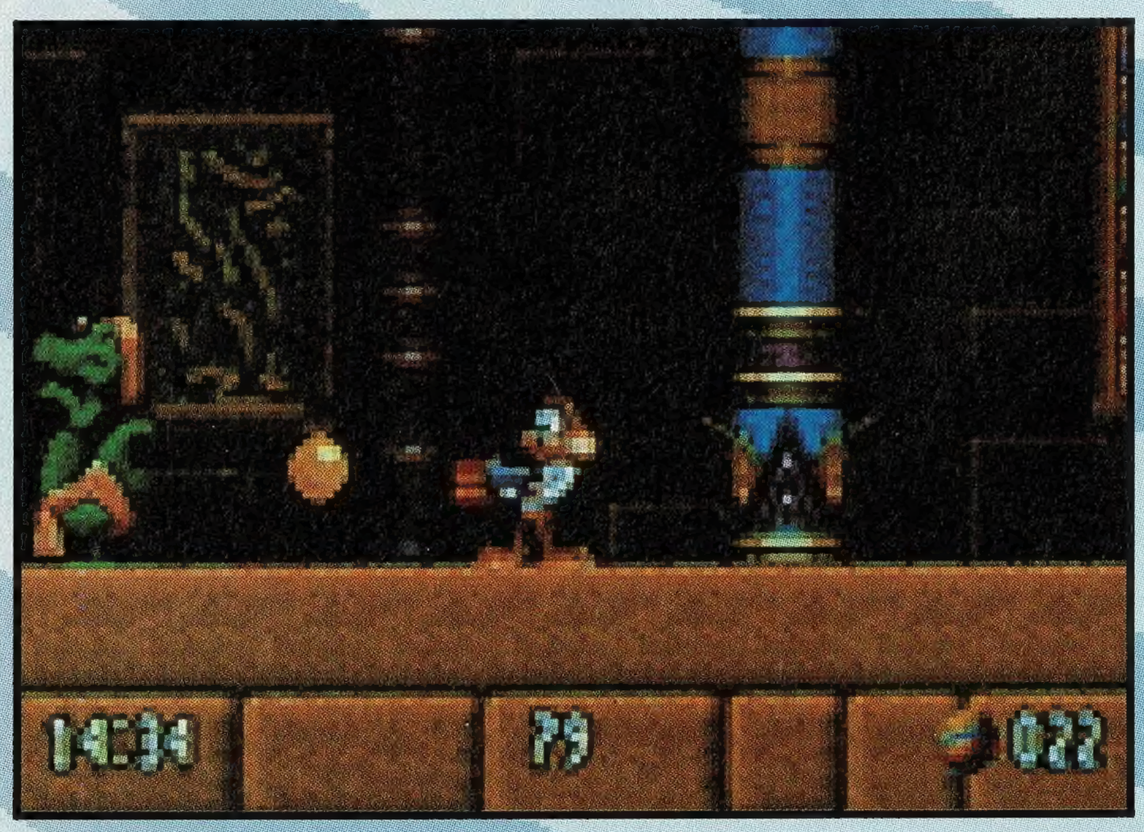
Bubsy 2 takes place through five different worlds which contain a total of 30 levels. The beginning is reminiscent to *James Pond* where you walk around a series of entrances leading to different levels. However, you can also access any of the five huge levels from the start through one of six wings available. The levels have more variety than your average platformer and range from flying in a spaceship or aeroplane to walking around an Egyptian world. Although the graphics are well animated, the layouts are boring in places. Fortunately, there's so much going on you don't have time to think about it.

Added collectables include new power-ups, smart bombs and the Nerf Ballzooka gun. Other treasures



featured include a Portable Hole (allows you to get off any level), a Diving Suit (keeps Bobcats dry), Trading Cards (allows you to buy/sell items at the gift shop) and Marbles. Bonus levels such as Frogapult (a shooting gallery game) and a two-player simultaneous option (player 2 controls a flying bird to help Bubsy) also add to the enjoyment and zest of the game. One noticeable difference with Bubsy is the amount and quality of speech he delivers with thick and fast wisecracks.

As with the original, it is too easy to lose a life in **Bubsy 2**, which is frustrating, but the extra lives and mountainous credits make up for that. This game isn't going to set the world alight, but it's certainly one of the most fun and playable platformers around.



FAST FAX

PUBLISHER: ACCOLADE
PRICE: £39.99

GRAPHICS 85
SOUND 78
PLAYABILITY 86

RAVES
Above average platformer at the usual Accolade competitive price.

GRAVES
Too easy to lose a life.

OVERALL 85%

SYLVESTER & TWEETY PIE in CAGEY CAPERS

game type: CARTOON ACTION
1 PLAYER

At last, Time Warner have brought Sylvester and Tweety Pie to life on the Mega Drive. Armed with a special Tweety Cam, Sylvester is determined to track down his tiny, yellow-feathered friend in **Cagey Capers**. Playing the part of the lunatic cat, the idea is to chase the bird and catch her for breakfast!

Time Warner have obviously tried very hard to capture the feel and lunacy of the TV cartoon and their efforts have really paid off. The graphics can fool you into thinking you're watching a cartoon, rather than a Mega Drive game. The standard of the character animation is excellent, as is the crazy humour.

The game takes place over seven levels, ranging from a breathtaking train ride and climbing up a skyscraper to a monster-size rampaging Tweety Pie. Other characters taken directly from the Warner Brothers cartoon include Granny, who hits Sylvester over the head with her broom, to the ferocious dog, Spike. Each level contains many collectable items with are helpful to Sylvester. The Bone, for example, allows you to distract Spike the dog by throwing it for him to catch, while a tin of tuna increases your energy.

There's a great rendition of the Looney Tunes theme music, plus the sound effects which tie-in with the on-screen situations, are most impressive. These include piano notes which increase in pitch as you walk higher up a staircase. Speech taken from the original characters is also featured, with familiar lines from Sylvester such as: 'Sufferin Succotash.' **Cagey Capers** is an excellent cartoon action game that will bring many hours of fun to all ages.

FAST FAX

PUBLISHER: WARNER
PRICE: £44.99

GRAPHICS 92

SOUND 87

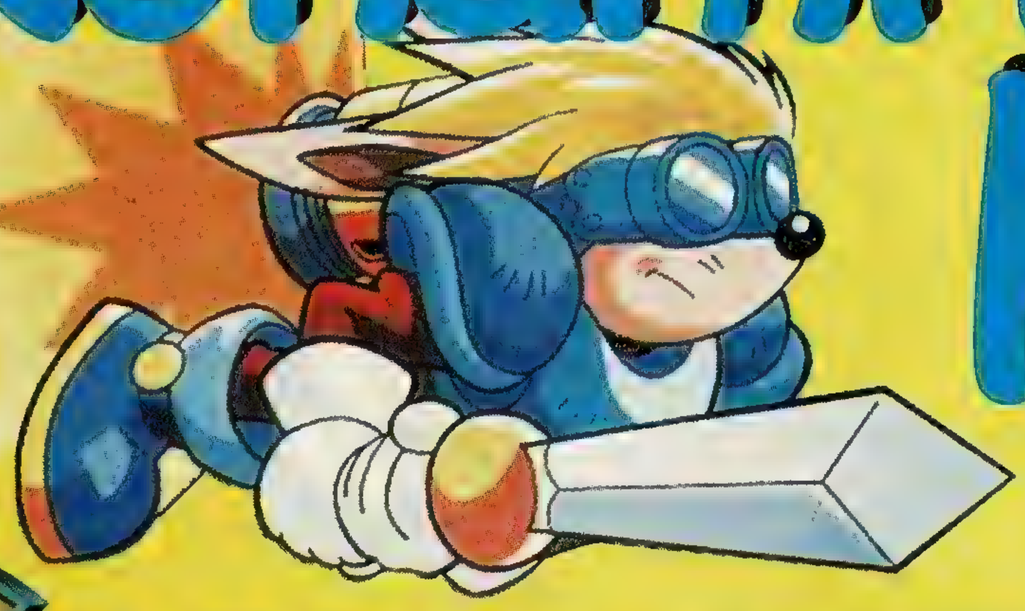
PLAYABILITY 90

RAVES
Excellent, humorous cartoon-based game

GRAVES
Easy to play - is possible to complete within a week or two.

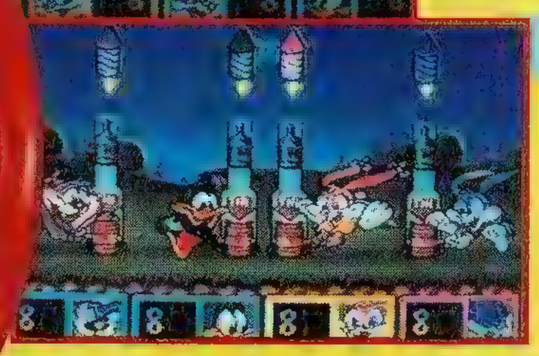
OVERALL 91%

"Konami Kartoon Kapers"



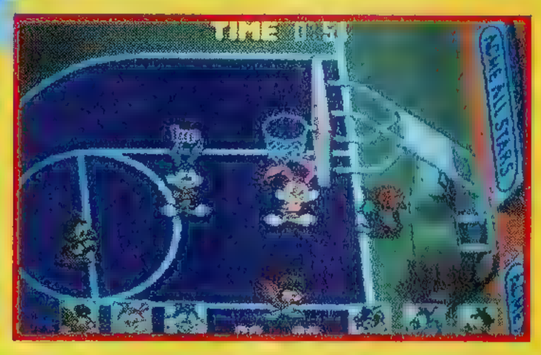
SPARKSTER™

TINY TOON Adventures



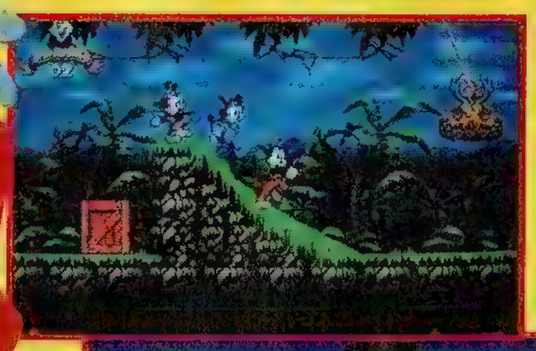
TINY TOON Adventures™

ACME ALL-STARS™



wild & wacky sports

ANIMANIACS



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THE ETERNAL CHAMPIONS

LARSON'S REVENGE PART 4

SCRIPT: MICHAEL LOOK
ART: JON HAWARD
LETTERING: TOM FRAME

"IT WAS ONE OF THOSE MUGGY CHICAGO NIGHTS WHEN THE SHIRT STUCK TO YOUR BACK LIKE BUGS ON A FLY-PAPER.

NOW, SHADOW!

"TO GET AWAY FROM MR TAGLIANI'S GOONS, ME AND SHADOW YAMOTO KNEW WE'D HAVE TO KEEP WORKING UP A SWEAT."

SPINNING SPLIT SWEEP!

"WE'D BOTH DONE PLENTY OF TRAINING IN THE ETERNAL CHAMPIONS' **BATTLE ROOM** FOR MOMENTS LIKE THIS."

NEVER SHOULD HAVE COME TO THIS, TAGLIANI. I COULDA KEPT WORKING IF YOU HADN'T ASKED ME TO **KILL**.

YOU'RE WEAK, TYLER. **THE BEST** ALWAYS **FIGHT** TO A FINISH!

UGH!

"BUT WHEN THINGS IN THE BATTLE ROOM GOT TOO HOT FOR US, THE INDICATORS WENT TO RED AND THE SYSTEMS SHUT DOWN."

"HERE, IT ALL JUST FADED TO BLACK."

WHAPP!

YOU WANT TO KNOW HOW I FOUND YOU, HUH, TYLER?

I HEARD RUMOURS YOU WERE BACK IN TOWN, KEEPING OUTTA SIGHT. I WANTED TO FLUSH YOU OUT INTO THE OPEN...

AT THE TIME, I WAS FACING COMPETITION ON MY OWN TURF. BOOTLEGGING, GAMBLING. A NEW DOLL IN TOWN WAS TAKING MY BUSINESS. SHE ALSO HAD SOME PAPERS THAT COULD PUT ME AWAY.

TWO PROBLEMS — ONE SOLUTION. IF ANYONE COULD GET INSIDE **WHITE ORCHID'S** ORGANISATION, IT WAS LARCEN TYLER.

IF SHE CAUGHT YOU, **SHE'D** KILL YOU. IF YOU BROUGHT OUT THE DOCUMENTS, **I'D** KILL YOU ON DELIVERY. SIMPLE.

MEANTIME, I'M SINGING TO THE COPS ABOUT OUR LITTLE RENDEZVOUS AT THE **SIMPSON QUARRY**, TAKING WHITE ORCHID OUT OF THE GAME FOR GOOD.

NEVER FIGURED YOU'D BAND TOGETHER AGAINST ME. I DON'T LIKE THAT...

MAKES THINGS PERSONAL...

AND SO HERE WE ARE. AN AUTO FULL OF LOSERS AND A TRUNK FULL OF DYNAMITE.

YOU'LL RECOGNISE THE COMPLEX, LADY. WHEN YOUR BUILDING GOES SKY HIGH, IT'LL WIPE OUT EVERY TRACE OF EVIDENCE AGAINST ME.

REST IN PEACE, CAT BURGLAR. YOU KNOW, YOU **COULD** HAVE BEEN THE BEST.

"AS A CAT BURGLAR I WAS SCARED OF NOTHING. HEIGHTS, DROPS, FALLS — I COULD HANDLE ANYTHING.

"BUT NOW I'M **PETRIFIED.** STRAPPED IN THE BACK OF A RUNAWAY SEDAN BY A MAN WHO WANTS ME **DEAD.**

IT'S HAPPENING AGAIN, SHADOW. HE KILLED ME ONCE AND HE'S GOING TO DO IT **AGAIN.**

NO! THE ETERNAL CHAMPION HAS GIVEN EACH OF US A PRECIOUS GIFT — A **SECOND CHANCE** AT LIFE! WE MUST NOT GIVE UP.

IF YOU CAN REACH MY **RAZOR FANS,** WE CAN CUT OURSELVES FREE.

KDDANNGG!

GRAB THE FAN!

I CAN'T GET TO IT. WE'RE **FINISHED!**

NO! THERE'S STILL TIME!

IT'S NO GOOD! TAGLIANI'S BEATEN ME AGAIN. IT'S **DESTINY.**

WE'RE ETERNAL CHAMPIONS! WE MAKE OUR **OWN** DESTINY! NOW, WITH ME, HOOK KICK!

SKRAKK!

JUMP!

"TAGLIANI. GOT ME SCARED — REAL SCARED. BUT THIS TIME I WASN'T RUNNING."

BOOOOMM!

MY MISSION IS A FAILURE, LARCEN. I HAVE LOST THE **EVIDENCE.**

WHAT EVIDENCE, YAMOTO?

OH, YOU MEAN THESE **PAPERS** I PICKED UP FROM YOUR — I MEAN WHITE ORCHID'S OFFICE.

THESE SHOULD HELP THE COPS PUT THE SKIDS UNDER TAGLIANI AND HIS GANGSTER BUDDIES.

WHAT? BUT HOW...? I WAS **THERE**, THEY WERE **LOCKED** AWAY...

TRADE SECRETS, LADY. TOLD YOU I'M THE **BEST!**

ORGANISED CRIME'S HOLD ON CHICAGO IS ABOUT TO BE BROKEN. THINK THE ETERNAL CHAMPION WILL APPROVE, SHADOW?

COME, LARCEN, WE'RE NEEDED — **IN THE FUTURE!**

"IT WAS ONE OF THOSE HOT, MUGGY NIGHTS IN OLD CHICAGO TOWN..."

THE END

News Zone

Newshound: Garry Penn

ROCKET SCIENCE CATCHES FIRE

WORLD'S FIRST 'DIGITAL SUPERGROUP'

Jurassic Park, Aliens, Terminator 2, Robo Cop 2, The Hunt for Red October, Star Trek VI, The Rocketeer. Just a few of the great special effects movies of recent years. But what if some of the people responsible for those visual effects got together with computer graphics experts and went into the video games business?

Watch out for new development team Rocket Science, dubbed 'The First Digital Supergroup.' When Hollywood gets together with Silicon Valley you can bet the results will be spectacular.

Rocket Science's first release is **Loadstar: The Legend Of Tully Bodine** - the start of a three-part series (the next two 'episodes' are due in 1995). The player controls Tully Bodine's Loadstar; a huge space freighter which has to be navigated through a network of moon-based future highways, whilst avoiding or destroying anyone trying to prevent a delivery. Tully is also being pursued by his old enemy, Sheriff Wompler. The action and film sequences occupy a full screen, providing some of the most believable yet seen on any CD-ROM release.

The impressive use of digitised film footage is mainly due to Rocket Science's engineers who have developed Game Science - a new technique which makes it possible to use the CD-ROM as a giant cartridge. So how does **Loadstar** play? That remains to be seen when the game is released next month for the Mega-CD.

In January, Rocket Science release **Cadillacs And Dinosaurs: The Second Cataclysm**. In a post-holocaust future where human beings live alongside dinosaurs, the natural balance of the planet is at stake from poachers and huge reptile predators. It's up to Jack 'Cadillac' Tenrec and Hannah Dundee travelling in their 1953 classic car to save the day.

Loadstar: The Legend Of Tully Bodine and **Cadillacs And Dinosaurs: The Second Cataclysm** will be available from BMG Interactive Entertainment, price £44.95 each.

MEGA-CD IN A SPIN

LOTS OF NEW GAMES ON THE WAY

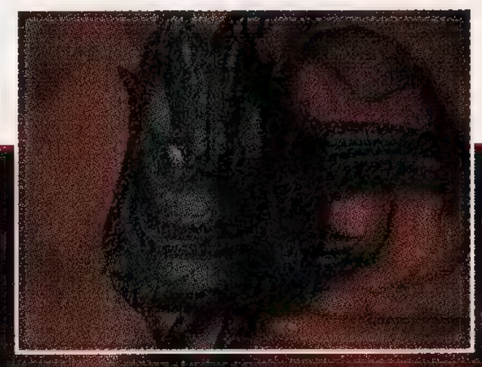
Still not got that Mega-CD you've been promising yourself? Didn't think there was much available for it? Think again. A lot of game publishers will be targeting Sega's CD-ROM unit in the months ahead. Here's a selection you can expect to see between now and the end of 1995:-

CORE DESIGN

The company behind such impressive Mega-CD hits as *Thunderhawk* and *Battlecorps*, are working on dozens of new CD-ROM titles, some of which certainly make their way on to the Mega-CD. Currently in production are **Machinehead** (sequel to *Battlecorps*), **Shell Shock** (a tank combat simulation), and **Tee-Off** (a golf simulation with the emphasis on arcade action).

ARGONAUT SOFTWARE

Creature Shock is to be released through Virgin Interactive Entertainment early next year (price yet to be determined). The game is basically a shooting gallery, exclusively for the Mega-CD. **Creature Shock** takes place in the year 2127, when the Earth is at breaking point and scout ships have been sent into the solar



system to find a new home. Unfortunately the biggest ship, the UNS Amazon, has disappeared near Saturn. Your task is to find out what happened. Plenty of action, lots of shocking creatures to blast and an eerie alien environment.

Everything in **Creature Shock** has been pre-rendered on big, fat computers to create a cinematic experience. The two pictures shown (see bottom left) show the quality of the imagery before it's converted to run on the Mega-CD.

I Have No Mouth And I Must Scream - Zeppelin Engine Room

Dark Seed II - Mike's bedroom

CYBERDREAMS

The American developer and publisher recently made their Sega debut with the Mega-CD conversion of *Dark Seed*, a spooky graphic adventure inspired by the warped imagination of H.R. Giger (of *Alien* fame). Three new titles currently in development are due for release late next year (no firm dates or prices yet).

Dark Seed II picks up where the award-winning first instalment left off. **I Have No Mouth And I Must Scream** is based on a short story by science fiction author Harlan Ellison. Finally, **Hunters Of Ralk** is a role-playing adventure featuring a fresh fantasy universe from the imagination of Gary Gygax, the man who invented *Advanced Dungeons & Dragons*. Cyber-dreams claim that the game uses a new role-playing system designed specifically for the CD-ROM based machines and not converted from a board game.

Hunters of Ralk - Spirit Warrior

DOMARK

Bullfrog Productions' award-winning **Theme Park** and **Syndicate** will both be coming to the Mega-CD courtesy of Domark. The company behind *Marko's Magic Football* (don't miss the fab new *STC* series next issue!) will be 'enhancing' the Mega Drive version with some of the 3D graphics from the PC versions.

Look for them in spring '95. No price yet.

SHORT BURSTS

BLUE SKIES, RED ZONE

The plot for Time Warner Interactive's **Red Zone** is predictable enough: Terrorists are threatening to turn the world into nuclear mashed potato, so it's up to you, in control of an elite team of commandos, to get rid of them.

Take to the skies in a beefed-up Apache gunship and blast anything that gets in your way before eventually coming down to earth to explore, on foot, a vast underground complex with oodles of unpleasant guards attempting to stop you reaching the core (which must be destroyed, funnily enough).

There's a variety of weaponry to put to good use in both stages, but here's the real twist ... the action is viewed from above and features a rotating three-dimensional landscape. Sounds impressive. **Red Zone** is out on the MD right about now, price £44.99.

WHAT A DIVE!

Fans of **Sea Quest DSV** can look forward not only to a new series on the telly but also to a Mega Drive game from THQ International. A pity, further details, release date and a price remain a *deep* secret (doh!).

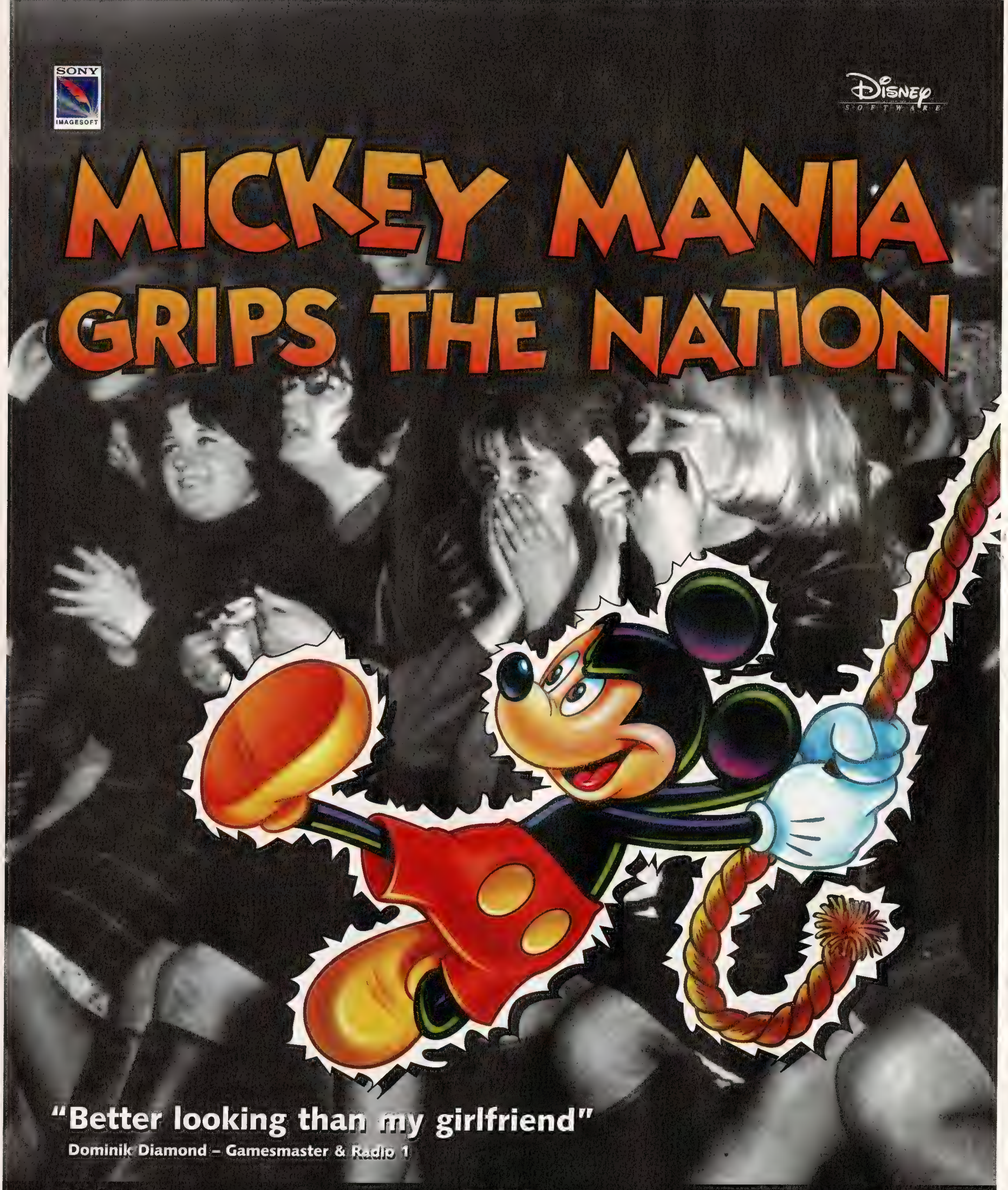
THANKS FOR THE MEMORY

A release date and price for the long-awaited Mega-CD conversion of Delphine's **Flashback** has still to be announced by Sony Electronic Publishing. The arcade adventure, out two years ago, was rated highly on the Mega Drive. Many enhancements are promised for this CD outing, but let's hope it's not a case of too little too late.

SONY IMAGESOFT

DISNEY SOFTWARE

MICKEY MANIA GRIPS THE NATION



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Dominik Diamond – Gamesmaster & Radio 1

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90% C&VG

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SEGA MEGA DRIVE

MEGA-CD

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KNUCKLES™

CARNIVAL NIGHT PART 2 CONSPIRACY

Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell

RETURNING TO HIS HOME - THE **FLOATING ISLAND** - KNUCKLES COMES ACROSS A STRANGE NEW CITY CALLED **CARNIVAL NIGHT.**

HERE HE MEETS THE CITY'S MASTERS... **THE MARXIO BROS.***

KNUCKLES, MY BOY - WE'RE GOING TO MAKE YOU **RICH!**

*SEE STC #18 AND #19 FOR THE MARXIOS' LAST APPEARANCE - MEGADROID.

NOW, JUST HOLD ON! A FEW MOMENTS AGO YOU WERE **SHOOTING** AT ME!

AN HONEST MISTAKE, PAL--

AFTER ALL, YOU DID BREAK IN HERE... WE THOUGHT YOU WERE A **CRIMINAL!**

OF COURSE YOU ARE. THAT'S WHY WE'RE CUTTING YOU IN ON THE **PROFITS** WE'RE GOING TO MAKE FROM CARNIVAL NIGHT CITY.

HEY, DOES THAT-A MEAN YOU'RE GONNA START PAYING ME? RIGHT NOW I GET **NOTHING!**

I AM **MASTER** OF THE FLOATING ISLAND. I GO WHERE I PLEASE!

THAT MUCH, CHICIO? REMIND ME TO CUT YOUR WAGES!

I DON'T WANT YOUR MONEY!

I JUST WANT YOU AND YOUR CARNIVAL NIGHT CITY OFF MY ISLAND!

HEY, DON'T-A BE SO HASTY, KID...

LOOK, YOU'RE WAITING FOR THE RETURN OF YOUR LONG LOST PEOPLE, RIGHT?

SO?

WELL, WHAT ARE THEY GOING TO THINK WHEN THEY ARRIVE BACK HERE?

SEE, KID, THE PLACE IS A *MESS!*

WITH THE MONEY YOU'LL MAKE FROM CARNIVAL NIGHT CITY, YOU COULD CLEAN IT UP!

MANY OF THESE SITES ARE *ANCIENT MONUMENTS*... OF COURSE THEY LOOK OLD!...

...ON THE OTHER HAND, I SUPPOSE THE BUILDINGS IN THE MARBLE GARDEN *DO* NEED A LITTLE WORK...

AT LEAST LET US SHOW YOU AROUND BEFORE YOU MAKE UP YOUR MIND.

WELL, OKAY, BUT NO TRICKS!

LIFT

WELL, WHAT DO YOU THINK...QUITE A PLACE, EH? THE FIRST CUSTOMERS ARRIVE TOMORROW!

I...I DON'T KNOW WHAT TO SAY...

HOT DOG HEAVEN

BUR BAR

ROBOTNIK'S *SOLDIER BADNIKS!* OF COURSE I SAW SOME OF THEM GUARDING THE MAIN GATE!

ROBOT-NIK IS BEHIND ALL THIS, I SHOULD HAVE *GUESSED!*

HONKA! HONKA! HONKA!

WAIT! YOU'RE MAKING A BIG MISTAKE!

SCH-KOOOM!

NO I'M *NOT*, I KNOW ALL ABOUT THE EVIL OF ROBOTNIK!*

KRAK

*HE LEARNED THE HARD WAY IN STC # 35+36 – MD.

TWAK!

DRAT!

KNUCKLES YOU **HOT-HEAD**, WILL YOU LISTEN TO ME?

I DON'T LISTEN TO **ANYBODY** WHO WORKS FOR ROBOTNIK!

LOOK, WE BOUGHT THE BADNIKS OFF ROBOTNIK AS GUARDS, **THAT'S ALL** ... IT JUST SO HAPPENS HIS ROBOTS ARE THE BEST.

WE HAVE NO OTHER DEALINGS WITH HIM!

THEN HOW DID YOU FIND OUT ABOUT THE FLOATING ISLAND?

EVER SINCE ROBOTNIK FOUND THIS PLACE, WORD'S GOT OUT. THE FLOATING ISLAND ISN'T A SECRET ANY MORE!

JUST GIVE US A CHANCE... THEN, IF YOU **STILL** DON'T LIKE THE PLACE, WE'LL **LEAVE.**

YOU **CRA-ZEE** BOSS, HE'S-A NEVER GONNA ASK US TO STAY!

I'VE GOT IT!

I KNOW JUST THE THING!

NOT MUCH LATER...

DOES THIS HAVE TO BE SO TIGHT?

DO YOU DARE ENTER HELL HOUSE?

LISTEN KID, SOME PARTS OF THE RIDE ARE FAST...THIS IS FOR YOUR OWN SAFETY!

READY TO ROLL-A, BOSS!

HEY, WHATSA BIG IDEA, BOSS? WHAT HAPPENS WHEN KNUCKLES HE FINDS OUT THAT WE *DO* WORK FOR DOCTOR ROBOTNIK?

MAYBE HE WON'T HAVE TO, CHICIO. IMAGINE IF A ***SUDDEN FAULT*** SHOULD DEVELOP IN THIS RIDE...

"...THE RESULTS COULD PROVE *FATAL!*"

HEY... THIS ISN'T BAD!

FWOOOSH!

YEE-HAAAA!

NEXT: WHITE KNUCKLE RIDE!

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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

There's just no stopping *STC*'s Game Guru David Gibbon on his mission to help you Boomers solve those difficult games on the Sega systems. If you have a game query, make his day and drop a line to the Q Zone at the usual *STC* address.

Tips Cheats

PETE SAMPRAS TENNIS MD

The first 4-player simultaneous tennis game available, that just happens to be the most playable of its kind ever released. Featuring Codemasters innovative J-Cart technology, **Pete Sampras Tennis** topped the charts for many weeks. Here are the latest level codes for the game:-

ROUND	LOCATION	COURT	OPPONENT	CODE
11	ZURICH	CLAY	D LOVERIDGE	LUCKY
12	MEMPHIS	HARD	F CHANG	HOUSE
13	MILANO	GRASS	P GIOVANI	CUE
14	BARCELONA	CLAY	C YUSTE	DURHAM
15	HAMBURG	CLAY	R ZENGERLE	JUMPING
16	NEW YORK	HARD	G HIMME	HAPPY
17	BERLIN	CLAY	S SCHMIDT	MEGA
18	FLORIDA	HARD	P SAMPRAS	PLAY-PETE

VIRTUA RACING MD

Virtua Racing is Sega's first game to include their special Sega Virtua Processor. The arcade machine cost several thousand pounds, but this Mega Drive conversion is fantastic. For all who managed to buy it, here is a guide to the Beginner level (including an extra special cheat).

Start by going to the options screen and selecting the Easy level. Then, select the **Virtua Racing** option and choose Beginner level using Automatic gears.

Concentrate on trying to get lap times of around 39 seconds. If you're quicker than this, you're becoming a real Nigel Mansell!

THE RACE

From the start, keep going full speed out of the pits and down the straight. Go to the far left and pull right, going across the track to easily negotiate the corner.

Coming into the first bridge, keep your foot right down. Watch out when going into the second bridge because it's fairly easy to crash! Try and go to the far left, but make the car pull right as soon as you can.

This is a really tight bend and could take several tries to master properly without crashing. Keep going at full speed, move left but attack the right as soon as you hit the corner.

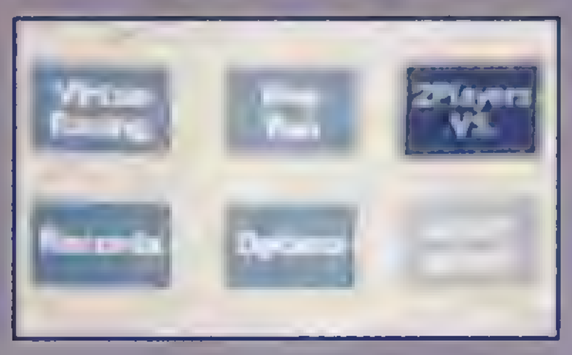
Just before you hit this sharp turn to the left, press your brakes ever so slightly. This will decrease your speed enough to take the corner easily.

The last corner before the home straight. Again, just before you hit the corner press the brakes a fraction to slow down. Move over to the far left and pull across sharply to get onto the final straight.

TIP

To stop your car skidding whilst taking corners at full speed, keep the right button pressed continuously. Press right, let go for a second, press right and keep repeating this.

MIRROR CHEAT



This cheat offers another option on the menu screen, enabling you to race on all three tracks in reverse. In effect this gives you an extra three tracks to master!

To get it to work may take a few tries, but it's worth it. After switching on, wait until the Sega logo appears, press and hold Up and A. Then press B and keep pressed down. Press Start, and when you come to the main screen you should discover the extra option.

ROBOCOP VS THE TERMINATOR

MD

A super battle between the two stars from two of Hollywood's biggest feature length films. The game featured several weapons, each of which contained various strengths and weaknesses. Here are two great Boomer-friendly cheats:-

To gain a weapon select during play, begin the game as usual, then press Start to pause it. Now press B, A, C, C, C, A, B, A, C, C, C, A and B. If the cheat's been activated you will hear a machine-gun fire. Press Start to release the pause and hold down A, B and C, then press Down to cycle through all the weapons available.

Interested in having 54 lives? Thought you might be! Pause the game and press C, C, A, A, B, B, C, C, A, A, B and B.

THE NIGHTS ARE REALLY BEGINNING TO DRAW IN AT CASTLE FRANK N. STEIN.

HAHAHA! HA.

...BESIDES, ALWAYS HAVING TO DRAW THAT DARN CASTLE IS A REAL DRAG.

KEEP OUT MAD SCIENTIST AT WORK.

HURRY, IGOR!

HAHAHA! I HAFF CREATED LIFE... *LIFE!*

OH NO... NOT AGAIN!

Decap Attack

one-off special

THE REPLACEMENT

SCRIPT & ART NIGEL KITCHING
LETTERING STEVE POTTER

EH, I DON'T MEAN TO *CRITICISE*, PROF... BUT ISN'T HIS HEAD UPSIDE DOWN?

IGOR YOU *DUMKOPF*, VHAT ARE YOU TALKING ABOUT? BUT NOW DAT YOU MENTION IT...

HEY! I THOUGHT THINGS LOOKED KIND OF WEIRD!

ACH! DON'T VORRY! I HAFF DER SOLUTION TO DIS PROBLEM!

Anatomy for the D.I.Y. monster builder

AH, HERE IT IS! ...SEVER ALL NERVE ENDINGS... RE-ATTACH BASE OV BRAIN TO... CONNECT ARTERIES...

ACH, I CAN'T BE BOTHERED VID ALL DAT STUFF...

IGOR... *DER SPANNER!*

OKEYDOKEY... KEEP STILL UNT DIS VILL BE OVER BEFORE YOU KNOW IT!

THAT'S WHAT I'M AFRAID OF!

THE REALLY BIG SPANNER CO.

YAAA AAR GH!!

PROF, WHAT DO YOU NEED THIS *UGLY, DUMB-LOOKING MONSTER* FOR?

YOU *ALREADY* HAVE CHUCK!

VERY FUNNY!

YA, YOU GOT A POINT, HEAD. VE SURE DON'T NEED *TWO* MONSTERS AROUND DER CASTLE...

IN THAT CASE...

...I MUST DESTROY CHUCK D. HEAD!

CHUCK, DO SOME-THING!

KRAK!

ME AND MY BIG MOUTH!

IS THAT THE BEST YOU CAN DO?

TONK!

WELL, AS A MATTER OF FACT, IT IS!

GOOD!

I BELIEVE YOU WERE JUST LEAVING?

HE'S BEATEN CHUCK... THINGS ARE LOOKING UP!

DEN DER'S ONLY *ONE THING* TO SAY...

GOODBYE, CHUCK.

CHARMING!

VID CHUCK GONE, YOU VILL STAY HERE VID US FOR DER REST OF YOUR LIFE!

STAY HERE..?

YOU'VE *GOT* TO BE JOKING! *I'M OUTTA HERE!*

HE JUMPED! BUT WHERE CAN A *MUSCLE-BOUND NIT-WIT* FIND ANY KIND OF *FUTURE?*

A FEW MONTHS LATER...

THE GLADIATORS!

HEY PROF, TAKE A LOOK AT THIS... YOU'RE NOT GOING TO BELIEVE YOUR EYES.

Der End!

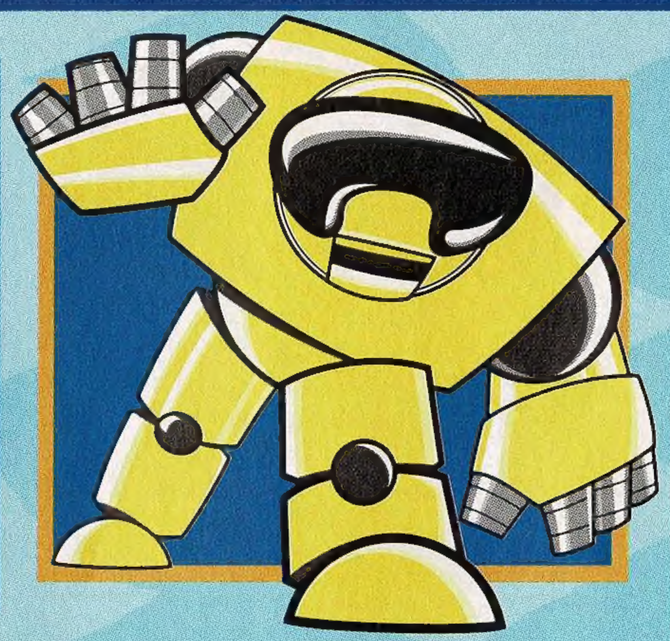
DECAP ATTACK WILL RETURN FOR ANOTHER SNEAKY SERIES SOON!

SPEEDLINES

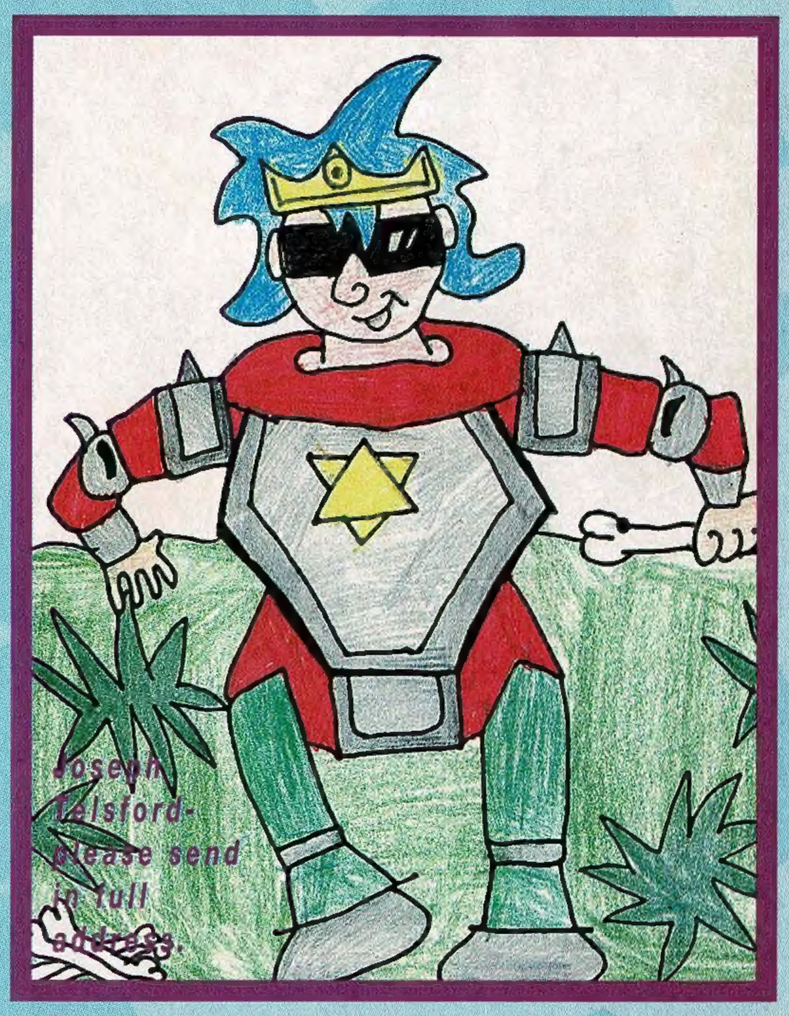
Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

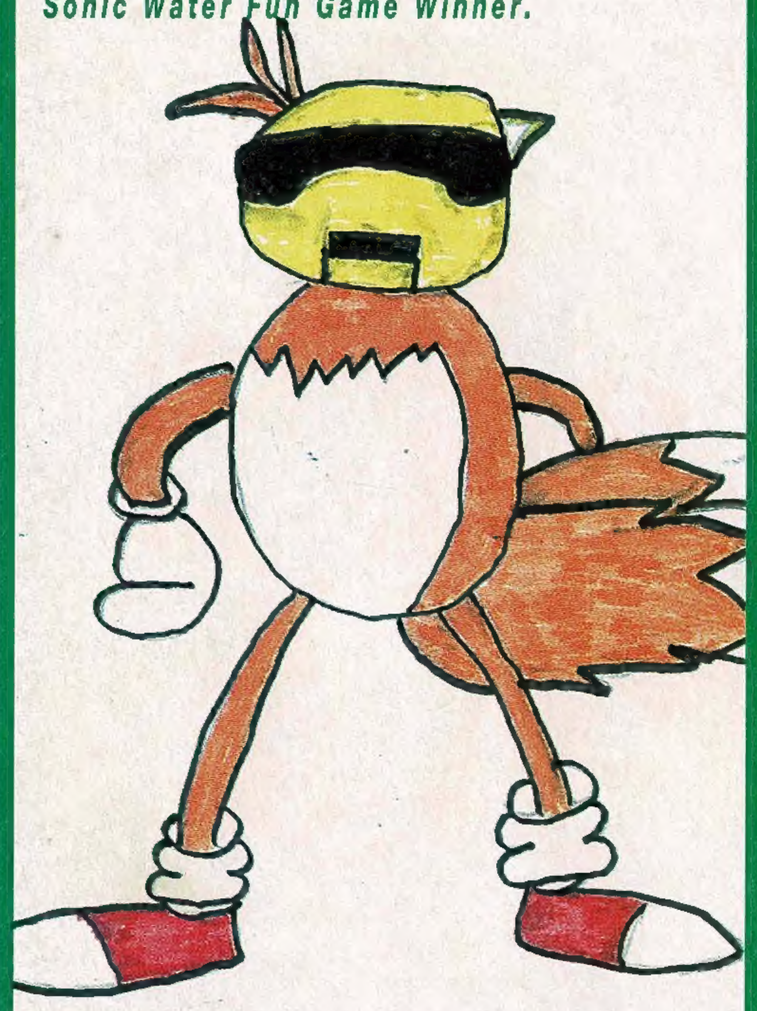
Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.



Mark Diamond, Northampton.
Sonic Water Fun Game Winner.



Ruiz Food

Dear *STC*,

Here's a recipe I made up for *Mobius* Eggs which you may want to get a parent to help you with:-
Take fresh eggs (not rotten ones like Doctor Robotnik uses!), chips and onion rings. Fry the chips and the onion rings. When they're cooked put them into the beaten egg and mix well. Pour the contents into a frying pan until eggs are cooked. The top of the mixture will be slightly runny, so place frying pan under a grill until mixture has browned. I prefer to eat my Mobius Eggs cold with lots of tomato ketchup.

Adam Ruiz, Sheffield. S. Yorkshire.
MD owner.
Sonic Water Fun Game Winner.

Spoken like a true food connoisseur, Adam.

Mistaken Identity

Dear *STC*,

My dad thinks Sonic is a cockerel! Any suggestions as to what I should do with him?

Robin, Highgate, London.
MD owner.
Sonic Water Fun Game Winner.

Next time you're eating Sunday lunch Robin, tell your dad he's eating a hedgehog and not a chicken!

Seeing Stars

Dear *STC*,

When the Virgin Games Centre opened in Nottingham I was surprised to see Sonic as guest of honour. After a lot of pushing and shoving I managed to shake his hand and he even gave me a pat on the back.

Gavin Brandreth, Stapleford, Nottingham. MD owner.
Sonic Water Fun Game Winner.

How many humes did you flatten on your quest to shake the hand of the spiky blue one Gavin?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

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WHO ARE YOU?

Tell us your name, age & address.

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ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 40 OF STC?

☐ %

IF YOU CAN DO *THIS* YOU CAN PLAY *THIS*

We take no substitutes ... only the best are good enough to match the might of the Gorgons on foreign turf ... their turf. Donning the shirt of a Hurricanes superstar, use your footballing skills to find a safe route through tantalizing traps, mind-bending puzzles and stamina-draining obstacles. Are you good enough to make it to the steps of the Gorgon stadium? ... ONLY YOU WILL KNOW!

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